4

Thundering Hooves

WarCry: This cavalry unit gets a strength bonus equal to its printed strength. Only usable while attacking.

The thundering of hooves brings the sounds of death.

DD 15/25 Illus. William O'Connor

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Fast March

Reaction: After your enemy declares a non-ranged attack, block with any of your ready infantry units.

"Keeping soldiers alert and swift of foot allows us to even the odds against their cavalry."
-Vargharn Melkior, Champion of Chaos

DD 11/25 Illus. Dan Scott

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DD 11/25 Illus. Dan Scott

1 +2

Mettle

Combat Tactic: This unit gets +2 strength. Only usable while this unit is losing a combat.

It is the bravest of warriors who can snatch victory from the jaws of defeat.

DD 14/25 Illus. Adrian Smith

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DD 14/25 Illus. Adrian Smith

2 +2

It's Not Over...

Combat Tactic: This infantry unit gets +2 strength.

"While at least one of us draws breath."
–Geltbion, Commander of the Brightblades

DD 12/25 Illus. Paul (Prof) Herbert

2 +2

It's Not Over...

Combat Tactic: This infantry unit gets +2 strength.

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–Geltbion, Commander of the Brightblades

DD 12/25 Illus. Paul (Prof) Herbert

2 +1

Effective Planning

Combat Tactic: This unit gets +1 strength and +1 leadership.

"The first step to victory."
-Commander Rylanus Evaenarion

DD 10/25 Illus. Adrian Smith

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Death from Afar

Combat Tactic: This unit gets +2 Ranged Attack.

"Blacken the skies with steel-tipped death!"
-Boranhyr Geddesil

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